```
PythonMissionBaseClass
+ relevant units
+ PythonMissionBaseClass()
+ Destroy()
+ ~PythonMissionBaseClass()
+ Execute()
+ callFunction()
+ Pickle()
+ UnPickle()
# Destructor()
PythonClass< PythonMission
        BaseClass >
+ last instance
# self
+ PythonClass()
+ callFunction()
+ ~PythonClass()
+ LastPythonClass()
+ Factory()
+ FactoryString()
# Destructor()
       pythonMission
     + pythonMission()
     + Execute()
     + Pickle()
     + UnPickle()
     + default Execute()
     + default Pickle()
     + default UnPickle()
     + Factory()
     + FactoryString()
```